

NASTAR WARRIOR



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As darkness descended fell upon them, the people of Nastaria cried out. The sacred shrine, for so many years worshipped for its power and guidance, was falling into the hands of the strong and evil tribe. And it was believed whoever gained control of it and all its power would rule the Earth.

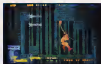
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NASTAR WARRIOR is a one or two player interactive universal video game kit. It is recommended for display on a horizontal color monitor. Each player uses an 8-way joystick, "Attack" button and "Jump" button to maneuver and do battle. There are five rounds, each consisting of three areas. A timer is displayed indicating the given time limit to complete the round. This timer can be extended by picking up certain items. Each round ends in a bloody battle with the head bisonman as the player(s) fights for passage into the next. In the final round of a two player game, the players battle each other.



The player collects a variety of weapons, each yielding different results. During his journey, the player confronts many enemies with different characteristics. When certain enemies are successfully defeated, items appear in their place. The player can collect these items for increased power and added abilities.



Players can join the game at anytime. A sword shaped meter is displayed to indicate the remaining life of the player. This meter decrements each time the player receives damage. The game ends when the sword meter reaches zero or the player successfully completes all five rounds. And players can get right back in the game with Taito's Continue Play Option.

TIME CRIST



200 POINTS

The timer is extended.

WINNER CRIST



600 POINTS

All enemies on screen are destroyed.

HEDGE'S TISK



400 POINTS

Shield forms a barrier around the player.

HAPPY'S RING



200 POINTS

The player's score is increased.

LONG SWORD



400 POINTS

The player's weapon changes to a long sword.

IRON NAIL



400 POINTS

The player's weapon changes to an iron nail.

GOOSE'S FIRE



600 POINTS

One life is added to the player's reserve.

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